

Claims

What is claimed is:

1. A digital television set system comprising:

a receiver for receiving digital television signals from at least a communication channel; and

a gaming console for use as a gaming client, the gaming console connected to the receiver and comprising:

at least a volatile storage medium for having stored therein client instruction data relating to a gaming client and game instruction data relating to a current game in execution;

at least an external storage medium reading circuit for sensing data from an external storage medium and for storing the received data in the at least a volatile storage medium; and

at least a processor in communication with the at least a volatile storage medium, the processor for retrieving game instruction data therefrom for executing a game on the gaming console, and for retrieving client instruction data therefrom for executing a gaming client function on the gaming console;

wherein when set-top client instruction data and set-top application instruction data are stored in the at least a storage medium and are executed on the at least a processor, the gaming console emulates a set-top box for use in displaying video information extracted from digital television signals.

2. A digital television set system according to claim 1, wherein the gaming console comprises an external local storage medium, and wherein the client instruction data and game instruction data are loaded from the external local storage medium into the at least a volatile storage medium.

3. A digital television set system according to claim 2, wherein the external local storage medium is a compact disc.

4. A digital television set system according to claim 2, wherein the external local storage medium is a removable read-only memory cartridge.

5. A digital television set system according to claim 1, wherein the gaming console comprises a transceiver for establishing a connection to a broadband access network.

6. A method for emulating a set-top box on a gaming console, the gaming console being part of digital television set system and coupled to a receiver for receiving digital television signals from at least a communication channel, the gaming console comprising at least a processor and at least a storage medium, and being in connection with a monitor and a sound system, the method comprising the steps of:

receiving first instruction data from an external storage medium read by the gaming console and including one of set-top instruction data for receiving and decoding digital broadcast data when executed on the gaming console and communication data for use in retrieving via the receiver the set-top instruction data for receiving and decoding digital broadcast data when executed on the gaming console;

executing the set-top instruction data on the gaming console;

receiving encoded digital broadcast data via the receiver;

decoding the received, encoded digital broadcast data; and

displaying the decoded digital broadcast data on the monitor and on the sound system.

7. The method according to claim 6, wherein the set-top instruction data are received from the receiver in connection with the gaming console.

8. The method according to claim 6, wherein the set-top instruction data are received from an external storage medium in connection with the gaming console.

9. The method according to claim 6, further comprising the steps of:
receiving a conditional access module; and

verifying access authorization for encoded digital broadcast data with the conditional access module.

10. The method according to claim 9, wherein access authorization is verified using authorization data provided from a smart card, the smart card in connection with the gaming console through an interface.

11. The method according to claim 9, wherein the encoded digital broadcast data are scrambled, encoded digital broadcast data.

12. The method according to claim 11, wherein the scrambled, encoded digital broadcast data is descrambled by the conditional access module before being decoded.

13. The method according to claim 6, wherein the gaming console is in communication with a monitor, and wherein the gaming console is emulating a set-top box for receiving and displaying on the monitor services other than gaming services.

14. The method according to claim 13, wherein the monitor is a monitor included in an analog transmission television set.

15. The method according to claim 13, wherein the gaming console is in communication with at least another network

16. The method according to claim 15, wherein the at least another network is a community antenna television network.

17. The method according to claim 15, wherein the at least another network is a telephone line network.

18. The method according to claim 15, wherein the at least another network is a wireless network.

19. The method according to claim 13, wherein the services relate to digital television broadcast.

20. The method according to claim 13, wherein the services relate to Transmission Control Protocol/Internet Protocol access.

21. The method according to claim 13, wherein the services relate to interactive television applications.